TIME TROUBLE

SOLO GAME

SETUP

Set up the game as usual (see rulebook pp. 2-3).
Note the changes in the set up depending on which level you want to play (see rulebook from p. 11).

The set up changes as following:

- Place the reminder bar, the remindertokens and the walkie talkie back in the box.
- You don't have any hand cards. Place the draw pile and the computer in front of you so you can reach it easily.
- You don't need a timer for the solo game. You can still use the app to see the level set up.

BRIEFING

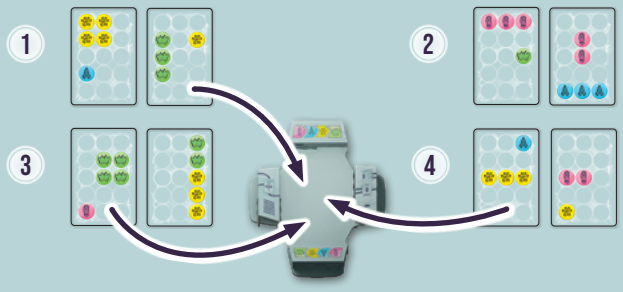
As you're playing on your own, there should be less of a discussion.
Also, as there is no time pressure, you don't use the reminder bar and tokens.

GAMEPLAY CHANGES: PLAYING CARDS

You don't perform the ***playing cards*** step in the action phase as usual. Instead, you draw **2 cards** and look at them.
Now you decide if you want to play one of these cards. You place them in the computer according to the normal rules (see rulebook pp. 5-6).
You may also play **none** of the two cards. You place the unplayed card(s) face up on a discard pile.

You repeat this **four times**. After hat, the character movement and the energy phase follow as usual.

Attention: As usual, you must have played at least **3 cards** in the computer at the end of the card phase.
If you haven't played 3 cards, draw a random card from the draw stack and put it in the computer unseen.

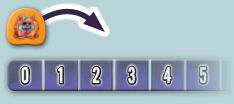


1. *You draw 2 cards and decide to play this card in the computer.*
2. *After that, you again draw 2 cards. Because you don't want to play any of them, you discard both.*
3. *In the third turn, you place this card into the computer.*
4. *Fourth, you play this card.*

FROM LEVEL 4:

As before, you draw 2 cards 4 times in a row. From now on, you always have the option of playing **both cards**.
Therefore, you can play 0, 1 or 2 of the cards you have drawn. If you lay both cards, you can choose the order yourself.

TIP: Are you having trouble counting how many cards you have already drawn?
Then take the reminder bar and an extra Fluffy and place both next to you. Place the Fluffy to position 0 on the reminder bar. Now move the Fluffy 1 position forward every time you draw 2 cards. This way you can count how many times you have already drawn. At the start of each round, move the Fluffy back to position 0.



SHIFT CHANGE

Place the cards from the computer onto the discard pile. If the draw pile is empty, shuffle the discard pile and form a new draw pile. The rest of this phase is cancelled.

GIFT CHANGES

You may draw 2 additional cards once. You therefore have a total of 4 cards to choose from. You may play 0 or 1 of these cards.
Note: From level 4 you may play 2 of the 4 cards.

During the card phase, you may play one of your hand cards face down into the computer.
If you have no card in your hand because you have played both cards, you cannot use the gift.

All other gifts work as usual (see rulebook p. 16).

VARIANT: TICK TACK

Do you miss the time pressure? No problem! Set a timer to 1:10 minutes and start it at the beginning of the card phase. When the time is up, the card phase ends immediately.
If you haven't played 3 cards into the computer at the end of the phase, draw a random card from the draw pile and place it unseen in the computer until there are 3 cards there.

Of course you can use the DIZED Time Trouble Extra to set the timer!